

In The Claims:

Kindly cancel claims 8, 10, 32, 34 and 49-63.

Kindly amend claims 1, 9, 11, 14, 16, 17, 18, 19, 20, 21, 24, 27, 28, 33, 35, 40, 41 and 45 as follows:

(Kindly incorporate subject matter from claim 8 into claim 1 as follows)

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1. (Amended) In a gaming system comprising a memory, a service station and at least a first gaming location, apparatus for enabling communication with the service station and the first gaming location comprising:

an interactive first communication unit operable from the first gaming location including a first display visible from the first gaming location and displaying a message depending on a preference of a player stored in the memory before the message is displayed at the first gaming location;

an interactive second communication unit operable from the service station, including a second display visible from the service station; and

a network arranged to transmit data so that messages are displayed on the first display and the second display.

Kindly incorporate subject matter from claim 10 into claim 9 as follows:

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9. (Amended) The apparatus of claim 1 wherein the system comprises a central authority and a card reader, the card reader being operable from the first gaming location and arranged to read a code from a card entered by the player at the first gaming location, wherein the preference is stored in the central authority, wherein the preference is accessed in response to the code, wherein the preference comprises a preference authorizing the player to be located, and wherein the second display is

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arranged to display an identification of the location of the player in response to the code.

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11. (Amended) The apparatus of claim 9 wherein the identification of the location comprises a map.

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14. (Amended) The apparatus of claim 1 wherein the first display displays a message enabling entry of a name of a person and a message.

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16. (Amended) The apparatus of claim 1 wherein the first gaming location is arranged to accommodate a first player and wherein the first communication unit enables entry of at least one of a name of a second player and a second player code and enables entry of a first message, the apparatus further comprising a central authority, a second gaming location arranged to accommodate a second player, an interactive third communication unit operable from the second gaming location, including a third display visible from the second gaming location, the third communication unit enabling entry of at least one of a name of the first player and a first player code and enabling entry of a second message, wherein the central authority is arranged to identify the first gaming location in response to at least one of the name of the first player and the first player code and is arranged to identify the second gaming location in response to at least one of the second player name and second player code, and wherein the network is arranged to transmit data resulting in display of the first message on the third display and is arranged to transmit data resulting in display of the second message on the first display.

17. (Amended) The apparatus of claim 16 wherein the code comprises a player ID number.

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18. (Amended) In a gaming system comprising a first gaming location and a second gaming location, apparatus for enabling communication between the first and second gaming locations comprising:

an interactive first communication unit operable from the first gaming location and arranged to accommodate a first player, the first communication unit including a first display visible from the first gaming location, enabling entry of at least one of a name of a second player and a second player code and enabling entry of a first message;

an interactive second communication unit operable from the second gaming location and arranged to accommodate a second player, the second communication unit including a second display visible from the second gaming location, enabling entry of at least one of a name of the first player and a first player code and enabling entry of a second message; and

a network arranged transmit data resulting in display of the first message on the second display and arranged to transmit data resulting in display of the second message on the first display.

19. (Amended) The apparatus of claim 18 and further comprising a central authority arranged to identify the first gaming location in response to at least one of the name of the first player and the first player code and arranged to identify the second gaming location in response to at least one of the name of the second player and the second player code.

20. (Amended) The apparatus of claim 18 and further comprising a first card reader operable from the first gaming location and a second card reader operable from the second gaming location, the first and second card readers being operable to read a

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code from a card entered by a player and wherein the central authority identifies at least one of the first gaming location and second gaming location in response to the code.

21. (Amended) The apparatus of claim 18 wherein the code comprises a player ID number.

Kindly incorporate subject matter from claim 32 into claim 24 as follows:

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24. (Amended) In a gaming system comprising a service station, a memory and at least a first gaming location enabling play by a first player, a method of enabling communication with the service station and the first gaming location comprising:

storing a preference of the first player in the memory;

generating messages at the first gaming location and displaying messages visible from the first gaming location interactively after the preference is stored in the memory;

generating messages at the service station and displaying messages visible from the service station interactively; and

transmitting the generated messages.

27. (Amended) The method of claim 24 wherein the preference comprises a preference authorizing the player to be located and wherein generating messages at the service station comprises generating an identification of the location of the player.

28. (Amended) The method of claim 27 wherein the identification of the location comprises a map.

Kindly incorporate subject matter from claim 34 into claim 33 as follows:

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33. (Amended) The method of claim 24 wherein the preference comprises a preference authorizing the player to be located, and wherein the method further comprises:

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reading at the first gaming location a code corresponding to the player;
accessing the stored preference in response to the code;
generating an identification of the location of the player in response to the code;
and displaying the identification at the service station.

35. (Amended) The method of claim 33 wherein the identification of the location comprises a map.

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40. (Amended) The method of claim 24 wherein the system further comprises a second gaming location enabling play by a second player and wherein the method further comprises:

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enabling entry of at least one of a name of the second player and a second player code from the first gaming location;
enabling entry of a first message from the first gaming location;
transmitting the first message generated at the first gaming location to the second gaming location;
displaying the first message generated at the first gaming location in a manner visible at the second gaming location;
enabling entry of at least one of a name of the first player and a first player code from the second gaming location;
enabling entry of a second message from the second gaming location;

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A12 transmitting the second message generated at the second gaming location to the first gaming location; and

displaying the second message generated at the second gaming location in a manner visible at the first gaming location.

41. (Amended) In a gaming system comprising a first gaming location arranged to accommodate play by a first player and a second gaming location arranged to accommodate play by a second player, a method of enabling communication between the first and second gaming locations comprising:

generating messages at the first gaming location and displaying messages from the second gaming location at the first gaming location interactively;

enabling entry of at least one of a name of the second player and a second player code from the first gaming location;

enabling entry of a first message from the first gaming location;

generating messages at the second gaming location and displaying messages from the first gaming location at the second gaming location interactively;

enabling entry of at least one of a name of the first player and a first player code from the second gaming location;

enabling entry of a second message from the second gaming location;

and

transmitting the messages between the first and second gaming locations resulting in display of the first message at the second gaming location and display of the second message at the second gaming location.